

Sprint 4 Contribution Log

Author	Commit Summary	Date
Romal Patel	Fixed attribute definitions in BeaverWizard	Jun 05, 2024
Romal Patel	Changed mechanics of BeaverWizard	Jun 05, 2024
Hirun Hettigoda	Ensures multiple saved files can be saved and loaded	Jun 05, 2024
Hirun Hettigoda	Uploaded updated sprint 4 documentation	Jun 05, 2024
Hirun Hettigoda	Updated UML	Jun 05, 2024
Hirun Hettigoda	Merge branch 'volcano-card-load' into 'master'	Jun 05, 2024
Hirun Hettigoda	Volcano cards successfully save and load	Jun 05, 2024
Hirun Hettigoda	Cave position can now be saved and loaded	Jun 05, 2024
Hirun Hettigoda	Resolving saving and loading with new changes	Jun 04, 2024
Alex Ung	Merge branch 'Dynamic_Board_Branch' into 'master'	Jun 04, 2024
Alex Ung	Resolving some visual inconsistencies. Fixing win condition bug	Jun 04, 2024
Alex Ung	Merge branch 'master' of...	Jun 04, 2024
Alex Ung	Resolving more merge conflicts	Jun 04, 2024
Alex Ung	Changed dragon token positioning	Jun 04, 2024
Alex Ung	Moved dragontokenpanel to center instead of top left	Jun 04, 2024
Alex Ung	Increased dimensions of game window for volcano cards	Jun 04, 2024
Alex Ung	Caves now attach to their corresponding square	Jun 04, 2024
Alex Ung	Board is now refactored to be circular	Jun 03, 2024
Romal Patel	Added human value description	Jun 03, 2024
Romal Patel	Added reflection on self-defined extension implementation	Jun 03, 2024
Romal Patel	Added new classes and relationships to UML: BeaverWizardCard	Jun 03, 2024
Hirun Hettigoda	Changes made to sprint 4 UML with saving, loading, and menu panel	Jun 03, 2024
Alex Ung	Playing with board designs for odd numbered boards	Jun 03, 2024
Hirun Hettigoda	Saving and loading for a dragon tokens position now saved	Jun 03, 2024
Romal Patel	Fixed double popups appearing when using Beaver Wizard card	Jun 03, 2024
Romal Patel	Added new BeaverWizardCard image and relocated card on the board	Jun 03, 2024
Romal Patel	Created placeBeaverWizardCard method	Jun 03, 2024
Romal Patel	Restructured for and if loops in BeaverWizardCard	Jun 02, 2024
Romal Patel	Added pseudo randomMove function to BeaverWizardCard	Jun 02, 2024
Romal Patel	Added constructor to BeaverWizardCard class	Jun 02, 2024
Hirun Hettigoda	Created load button, implemented loading and saving	Jun 02, 2024
Alex Ung	Implemented logic for swapping with a player behind your cave	Jun 01, 2024
Alex Ung	Implemented swapping to take into account board wrapping	Jun 01, 2024
Alex Ung	Implemented the swapping of players dragon card extension	May 31, 2024

Author	Commit Summary	Date
Alex Ung	Fixed bug with gameboard constructor	May 31, 2024
Alex Ung	Created a ninjaDragon creature and related assets	May 31, 2024